

Marshmallows Away Activity

“There She Throws”

Standard 3240-03, **Objective** 3240-0302

Standard 3240-04, **Objective** 3240-0401

This is a great way to demonstrate kinetic and potential energy as well as simple machines. Each student will design and construct a working catapult that will launch a large marshmallow the farthest distance possible along the straightest path possible. This project is worth 50 points. To receive full credit, your device must successfully launch a marshmallow a minimum of 5 feet.

Procedures

Rules:

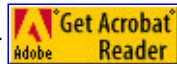
1. The dimensions of the catapult will not exceed one cubic feet (12" high X 12" wide X 12" deep) in size for the base. The Lever arm may not exceed 2 feet.
2. You may power your catapult by any means possible. Such as rubberbands, counterbalance weights, or elastic lever arms.
3. The winner of the throwing competition is the student that launches the marshmallow the farthest and the straightest.

Conclusion

Have students complete the [calculation sheet](#) during the contest.



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